

SPIDER PYRAMID v1.0c

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you searching for this lost pyramid?
- How did you learn of its secret entrance?
- What reason do you have to hate or love the jungle?
- What experience do you have finding ancient relics?
- Have you heard about the Crystal Skull?
- Do you believe in the legend of the Spider God's curse?

IMPRESSIONS

- The chattering of monkeys and parrots
- The growl of a jaguar
- The intense green of the jungle vegetation
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- A giant stone skull leers at you
- The endless dark corridors filled with webs
- The screams! Make them stop...
- Fiery glow of torches on stonework



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

Massive Pit Trap

When you trigger the trap, ROLL +CON

10+ You are shaken but safe

7-9 You escape the trap but choose one:

You don't lose a valuable item

You don't take damage (1d8)

You don't take -1 ongoing fear/PTS reaction until you rest

All three on a failure and you end up in the sacrificial well in the Emerald Ooze's lair.

Prying Gems from the Spider Idol

If you try to pry an eye gem from the Spider God's Idol ROLL+DEX.

10+ The Idol fails to animate

7-9: The Idol brief animates and laughs at the intruders possibly attracting attention

Less than 6: The Idol animates and screams a loud summons to the Tomb Spider



THINGS

(Cloak of the Hero was based on an item idea by Jason Morningstar; the Wax Wings are from the Dungeon World Rulebook)

Cloak of the Hero 1 Weight
When you *Make a Stand* or *Defy Danger* while wearing the cloak, you can use the stat of your choice.

Crystal Skull 1 Weight
When you try to resurrect a player's corpse who has been dead for less than a year with the Crystal Skull, roll+WIS.

On a 10+ the skull is successful. On a 7-9 the skull is successful but you lose one point of wisdom. On a 6 or less the player corpse is transformed into an undead monster of the GMs choice and immediately attacks you until destroyed.

Spider Idol Eye Gems 0 Weight, 100 Coins
Superb small gems.

Wax Wings 1 Weight

Crafted to resemble great eagle wings, this contraption is worn via a complex harness. When you take to the air with wax wings, roll+Dex. On a 10+ your flight is controlled and you may stay aloft as long as you like. On a 7-9, you make it aloft but your flight is short or erratic and unpredictable, your choice. On a 6- you make it aloft, but the rest is up to the GM.

Services

A native guide: 300 Coins
(He will flee in fear at the first monster encounter)

Inspired by the mythology of the Mitchell-Hedges Crystal Skull now proven to be a forgery

Monsters

(Monsters designed by Brian V. of the Dungeon Codex
<http://codex.dungeon-world.com/>)

Tomb Spider *Solitary, Large, Cautious, Stealthy*
Mandible Bite [poison] (d10+2 damage)
Near 16 HP, 4 Armor
Chitin flakes off a mottled gray, spindly spider the size of a horse. Tomb spiders are creatures infused with negative energy. Their poison reverses healing spells and effects that target a poisoned creature. Tomb Spiders plant their eggs in the corpse of humanoids. A host animates as a web mummy, a zombie-like mockery of life. As the eggs hatch, hundreds of tiny tomb spiders swarm inside the corpse. If released they form a brood swarm that flows over opponents.

Special Qualities: Tomb tainted soul (healed by negative energy)

Instinct: To reproduce

- Plant eggs in the corpses of humanoids.
- Web entangle
- Poison them

Tomb Spider Brood Swarm *Horde, Small, Stealthy*
Swarm bite [poison] (d4 damage)

Close 3 HP, 0 Armor
A swarm of fist-sized, bright red spiders moves closer. Brood-swarms are dangerous on their own, but even more so when a tomb spider parent is present. The brood-swarm moves to overwhelm any creature trapped in webs

Special Qualities: Piercing/Slashing damage reduced by 1/2, Poisonous, Tomb-tainted soul (Healed by negative energy, harmed by positive energy)

Instinct: To overwhelm and devour

- Swarm them
- Poison them
- Devour them

Web Mummy

Solitary

Smash [b (d6+2 damage)]
Close, Forceful 16 HP, 1 Armor
A human-shaped creature completely wrapped in webs shambles toward you, its skin rippling slightly as if many small creatures swarm inside.

Special Qualities: Animated by spider eggs, Adhesive, Immune to Webs

Instinct: Brood-swarm host

- Enraged when tomb spider creator is destroyed
- Immobilize them
- Release Brood when destroyed

Emerald Ooze *Solitary, Amorphous, Stealthy*

Acid Tentacle (d10 damage)
Close, Reach 15 HP, 1 Armor
These man-sized mounds of sparkling green ooze slither through the jungles. They move quickly for something without legs, quick enough to pounce like a lion on its prey. The emerald ooze is both a scavenger and a predator. Its powerful acids dissolve flesh and bone into sludge which is then absorbed into the ooze's body.

Special Qualities: Amorphous, Ignores Armor

Instinct: To dissolve

- Dissolve flesh and bone
- Lunge suddenly
- Split into smaller oozes



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